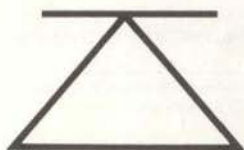


the Kristal

THE KRISTAL KRONIKLES
by Rodney Wyatt



EmuMovies

THE KRISTAL

SAVE GAME/LOAD A SAVED GAME (AMIGA/ATARI ST)

SAVING A GAME

1. Place a formatted disc (see your ST/Amiga manual) in drive 0 (Amiga) or drive A (Atari ST).
2. Press **8** on the numeric pad (right of the keyboard).
3. Follow on-screen instructions.

When the game has been saved (the disk drive will stop) place the disk that was in drive 0/drive A back in that drive **immediately**.

DO NOT attempt save game during:

A flight, space journey or when program indicates a change of disk – the game will crash if you try.

LOADING A SAVE GAME

Once the game is running, you can load a saved game at any time except during a sword fight or space fight, or when the program indicates a change of disk.

1. Place disk game was saved on into drive 0/drive A. *Press 2.*
2. After saved game data is loaded (the disk drive will stop) insert disk required.
3. Press **FIRE BUTTON**.

SPEICHERN EINES SPIELS/LADEN EINES GESPEICHERTEN SPIELS (AMIGA/ATARI ST)

SPEICHERN EINES SPIELS

1. Eine bereits formatierte Diskette (schlagen Sie dazu in Ihrem Handbuch für den ST/Amiga nach) in das Laufwerk 0 (Amiga) oder das Laufwerk A (Atari ST) einschieben.
2. Dann die Taste für **8** auf der Zehntastatur drücken (rechts auf der Tastatur).
3. Folgen Sie den Bildschirmangaben.

Wenn ein Spiel gespeichert wurde (das Laufwerk stoppt), schieben Sie die Diskette, die sich vorher im Laufwerk 0 beziehungsweise A befand, **sofort** wieder in das Laufwerk ein.

VERSUCHEN SIE NICHT ein Spiel zu speichern:

Während eines Kampfes oder einer Weltraumreise, oder wenn das Programm einen Diskettenwechsel verlangt – das Spiel bricht zusammen, sollten Sie es dennoch versuchen.

LADEN EINES GESPEICHERTEN SPIELS

Sobald das Spiel regulär läuft, können Sie jederzeit ein gespeichertes Spiel laden, mit Ausnahme der folgenden Situationen: während eines Schwertkampfes oder eines Weltraumgefechts, oder wenn das Programm einen Diskettenwechsel verlangt.

1. Die Diskette mit dem gespeicherten Spiel in das Laufwerk 0 beziehungsweise Laufwerk A einschieben.
2. Nach Beendigung des Ladens der gespeicherten Daten (das Laufwerk stoppt) die dann angeforderte Diskette einschieben.
3. Den **FEUERKNOPF** drücken.

SAUVEGARDER UN JEU/CHARGER UN JEU SAUVEGARDE (AMIGA/ATARI ST)

COMMENT SAUVEGARDER UN JEU

1. Introduisez un disque formaté (voyez votre manuel ST/Amiga) dans le lecteur 0 (Amiga) ou le lecteur A (Atari ST).
2. Appuyez sur **8** sur le clavier numérique (à droite du clavier).
3. Suivez les instructions sur écran.

Une fois le jeu sauvegardé (le lecteur de disques s'arrêtera), remplacez le disque qui était dans le lecteur 0/lecteur A dans ce lecteur **immédiatement**.

N'ESSAYEZ PAS de sauvegarder le jeu:

Pendant un combat, un voyage spatial ou quand le programme indique un changement de disque, sinon le jeu s'arrêterait net!

COMMENT CHARGER UN JEU

Quand le jeu est en train de se dérouler, vous pouvez charger un jeu sauvegardé à tout moment sauf pendant un combat d'épée, un combat spatial ou quand le programme indique un changement de disque.

1. Introduisez le disque sur lequel le jeu a été sauvegardé dans le lecteur 0/lecteur A.
2. Après avoir chargé les données du jeu sauvegardé (le lecteur de disques s'arrêtera), introduisez le disque requis.
3. Appuyez sur le bouton **FEU**.

**THIS IS A PRODUCT OF THE HIGHEST
QUALITY, BROUGHT TO YOU BY**



PROGRAMMED BY



**THE KRISTAL © 1989 PRISM LEISURE CORPORATION PLC.
ALL RIGHTS RESERVED. UNAUTHORISED COPYING,
LENDING OR RESALE BY ANY MEANS STRICTLY PROHIBITED.
ADDICTIVE GAMES IS A DIVISION OF PRISM LEISURE
CORPORATION PLC**

The Kristal Kronikles

(Editors note:

The dialogue between Malagar and others is a rough translation of the Gleevgh tongue which is very difficult and does not translate literally.)

In one of the many adjacent dimensions lies the planet Reesht. A small insignificant world, it spins aimlessly near the edge of a galaxy known as the Threegoona Strain. The capital, the military city of Exeth, hovers above the great swamp that covers most of the northern hemisphere. In his private chamber, Malagar the Unworthy sits with his mother Vril, the Witch Queen of Garr, plotting his attack on Zaal. This area is the last outpost of opposition to his total domination of Reesht.

Malagar's rise to power had been largely due to a mistake his mother had made. Inter-dimensional communication had been non-existent until, with the aid of refractive magic, Vril had accidentally made contact with a being called Ono, the Nameless One.

A powerful entity from another reality, Ono had given Malagar the power he needed to conquer the tribes of Reesht and fight his way up to become Governor General of the entire planet. That had been many nems ago and now Malagar's conquest was all but complete. All he had to do to be supreme ruler was to finish the Zaallans.

But Ono had placed a stipulation on his services. One day the unworthy one would have to pay for the privilege of his assistance. Unknown to Malagar that day was at hand.

As he studied the map of Kraal, Malagar tapped his claws nervously on the side of his chair. He had felt edgy and uncomfortable all day. "You're too tense," Vril told him. "Here, take a lum pill. Try to relax." Malagar nodded, swallowed the pill with a gulp of wine and slammed his goblet down on the table, spilling some of the contents.

Suddenly there was a high pitched singing in his ears. Grasping the sides of his head, he stared down at the small pool of wine and, to his amazement, he saw an ugly distorted face taking shape in the purple liquid. The long gash of a mouth silently spoke his name.

"Malagarr!"

"What the grell!" He shrieked pushing his chair back.

"What did you see?" asked Vril, coming round the table to stand beside him. "There!" replied Malagar, pointing to the table. "There, in the wine ... a face! It called to me!" Vril looked at the wine spill. "There's nothing there, my son, perhaps you've been working too hard." "I saw it, I tell you!" He shouted, jumping out of his chair. "That's it mother, Zaal will have to wait I'm going to get zonked!" With that, Malagar stomped out of the room and headed for the comfort of his sleeping cubicle.

The decor was that of a Veroolian cat house, green and enticing. Once inside, Malagar headed straight for the bar and poured himself a large Zonk 25. It went down easily and, after three more in quick succession, he began to feel better.

"Subliminal hallucination!" He mumbled to himself as he staggered over and flopped onto his grav bed. He didn't know how wrong he was.

He tried to focus on the images on the dream screen built into the ceiling. Unfortunately, he had forgotten about the lum pill. That, coupled with the zonk, took its toll. His one eye rolled up into his head and he fell into a dreamless stupor.

From inner space the tendrils came. Piercing the firmaments between realities, they caused Malagar to writhe in his sleep as the presence of Ono, the Nameless One, took possession of his mind.

The words formed directly in his subconscious, manifesting in his brain as if they were his own thoughts. "Now iss the time, Malagarr. Now iss the time to reeepay the debt to the Powerssss of Chaoss. Go, my sservant, to the sseventh plane of exisstance. Find the ssource of the Causeless Cause and take from the Hallsss of Love that which holdss the planess together. The Ssissterssss of the Black Void will hold the Essence at bay, long enough for you to gain entry. Go now and bring me the Krisstal of Konoss."

What happened next was like a dream. Malagar awoke clear headed. He called his cousin Kreelag, but, as the vid screen flickered into life, the best flyer on Reesht was already landing Malagar's personal ship at the spaceport atop the main building. "I'll be clear of contamination control by the time you get here." Kreelag's image faded from the screen and Malagar stepped into the elevator.

The Reesht ships were organically grown. From the moment they dropped from the mother pods, each one was genetically geared to receive the will of the pilot via the control desk set in the main stem. Malagar's ship was like a second skin to Kreelag.

"Something's changed," he told Malagar, as they lifted off. "The ship knows where we are going. I am to take over only when we reach our destination."

As they left the gravitational pull of Reesht and soared into the depths of space, the ship began to vibrate and then suddenly appeared to blink out of existence. The next thing they knew, they were hurtling down a seemingly never ending spiralling vortex. Malagar and Kreelag were frozen to their seats. Brilliant flashes of colour filled the forward scan screen. It went through all known colours, ending with green. As the green hit, the vortex flattened out and the ship began to sink down.

"Prepare for manual takeover," purred the ship. "Mmmmmm I'm all yours." There was a faint sigh and Kreelag found himself back in control. "What now, cousin?" he asked. The green had faded upwards and they found themselves surrounded by swirling rainbow mists.

"You said that the ship would hand back control when we reached our destination," replied Malagar "This must be the Causeless Cause. We must find the source. Activate the audio feelers. Scan all frequencies in all directions." At first they heard nothing, just a faint hissing. Then it came through.

*"Lef jelare eh ... o'eh keh ... johoe
Lef jelare eh ... o'eh keh ...johoe."*

The chant of the Sisters of the Black Void.

"Our destination is the source of that sound," said Malagar, laughing. "Ha, I don't know how I do it but I do. Locate and bring the ship to bear on those co-ordinates."

As Kreelag steered the ship toward the sound of the chanting, tall dark figures began to emerge from the mists. "There!" cried Malagar, jabbing a claw at the screen. "Take us down. That's it!"

In two parallel lines, the Sisters of the Black Void stood facing each other, holding hands. Their faces expressionless, they intoned their strange benediction. The sisters formed a human corridor to a great door set in a wall of stone, over the door, carved into the stone lintel was the word LOVE.

The power here was great. Malagar's grey skin broke out in a cold sweat as he was lowered from the ship. He couldn't see the ground as he stepped down, but it felt as if he was standing on a giant sponge.

He stood swaying for a moment, trying to overcome the feeling that this strange environment might swallow him up at any second. Then, with a loud cry, he ran between the lines of chanting women and hurled himself at the door. He passed through it as if it wasn't there! His balance gone, Malagar crashed into the floor in a heap, tumbled over and came to an undignified halt flat on his back. Slightly stunned, he rolled over and got to his knees.

He was in a narrow corridor with a door at the end. Getting gingerly to his feet, he walked slowly to the second door. This one had the word HUMILITY above it. Holding his claw out in front of him, Malagar gently reached out to touch the door. His arm disappeared. Feeling a little more confident, he stepped through the door and found himself in a large empty room with a vaulted ceiling. Each wall had a door in its centre with a word carved above it. The one to the left read COMPASSION, the one to the right read MERCY and the one directly in front of him read TRUTH.

Shrugging his shoulders, Malagar walked through the door marked COMPASSION into a corridor with a door at the end marked MERCY. Frowning, he stepped back into the room and went over to the MERCY door. This time, he just stuck his head through and saw a corridor with a door at the end marked COMPASSION. Pulling his head back with a snarl, he strode purposefully at the door marked TRUTH and slammed straight into it. This one was real. Shaking his head, Malagar took a step back and let out a curse.

This was ridiculous; he was getting nowhere fast. Angrily, he pounded on the door with both claws. "Come in," boomed a deep rich voice. Malagar's mouth dropped open in amazement. He turned the ornately curved handle and the door swung open.

Drawing his lazer dagger, he crouched in the doorway, ready to take on whoever or whatever was inside the room. "Weapons do not work here," boomed the voice. "Enter mortal and be not afraid; you will come to no harm."

Malagar sheathed his dagger and edged cautiously into the room. He was in a large dome. Floating in the centre was what appeared to be some kind of electro magnetic static. Lines and waves of energy writhed in and out of each other and the whole thing was infested with small winking dots of intense light. Malagar was transfixed by the beautiful apparition. "What do you here?" intoned the voice, filling the room with its sound and seemingly coming out of the air itself. Malagar tore his eye away from the manifestation and looked around. Save for himself, the dome was empty. "Wwho are yyou?" he stammered. "I... am the Keeper of the Kristal." replied the voice. "Where are you?" asked Malagar nervously, "Show yourself." "I am all around you," replied the voice, "But I can assume a shape that will be acceptable to you."

There was a shimmering in the air and a small dwarf in a white robe appeared, floating at eye level. It gave the Reesht claw greeting. "What!" said Malagar in surprise. "A Garrion Dwarf Master, here." "You cannot see my true form." said the Dwarf. "This form was picked so as to be familiar to you. Now, I repeat, what is your purpose here?" Malagar tried to look humble. "I... er... seek the Kristal of Konos."

"Only those who seek the truth may look upon the Kristal." said the Dwarf Master. "Do you seek the truth, pilgrim?" "Yes master," Malagar answered devoutly. "I do, I do." The Dwarf smiled. "Then I must ask you," he said. "What is the truth?" "I...er, I...ummm, I...er don't know." "Correct." said the Dwarf with a clap of his hands. "You may see the Kristal." He began to rotate. Faster and faster he turned until he was a spinning blur.

The dome darkened and the walls were replaced by bright circles of light. It was as if the dome was constructed out of the stars themselves. A pulsating humming sound filled the dome and, with another hand clap, the Dwarf disappeared. Beams of light shot from the bright circles into the magnetic manifestation. The shimmering aura absorbed the beams, consolidated its form, became solid and there it was; the Kristal of Konos.

Malagar stared at the beautiful Kristal for a moment, then he whipped out a tattered space blanket from his back pack and threw it over the twinkling quartz. "Ono protect me!" he screamed, grabbed the bundle and ran for the door. There was a scream of electrical feedback and the bright lights broke up into a disorganised pattern of static.

As he ran through the doorway of TRUTH, Malagar felt a massive tremor run through the Halls of Love. Great cracks appeared in the floor of the next room, spreading up the walls and across the ceiling.

Huge chunks of stone began to break loose and crash to the floor. The building was falling to pieces.

"Oh blit!" he shouted, jumping over the cracks. "I don't need this!" The walls started to collapse and, as he ran through the door into the passageway he had to hurl himself forward to avoid being crushed by the HUMILITY lintel. As it was, it smashed into his shoulder driving him to his knees. Scrambling up, he raced down the corridor, with the entire structure crashing down behind him. He literally flew through the main door, did a head-over-heels and came to a skittering stop, staring back aghast at the collapsing building.

The massive door faded and the great stone wall fell over away from him with a mighty thump. All that was left, floating mysteriously in the clouds of dust, was the giant stone bearing the word LOVE.

Malagar turned and ran down the lines of the chanting Black Void Sisters.

It began to get hot. The rainbow mists started to turn to steam, and whatever it was he was running on began to heat up rapidly. His boots smoking, Malagar leapt on the silver "T" that hung upside down from the ship. "Up, up!" he screamed.

With one final "O'eh keh.... johoe." the Sisters of the Black Void sank down, disappearing into the swirling steam.

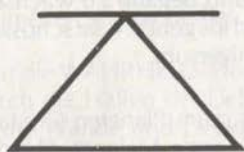
There was a tremendous clap of thunder and flash of sheet lightning. Malagar covered his eye and jumped the few remaining feet into the space ship. "Go, go!" he shouted. "Get us out of here!" Kreelag took the ship up and away and neither of them heard the voice of the Keeper echoing from the pile of rubble that had been the Halls of Love – "Thus it is written; thus it will be." – Kreelag was flying blindly through the rainbow mists. "What do we do now?" he asked. "Relax boys," said the ship.

"My turn again, just sit back and enjoy the ride." The ship winked out of existence again. This time, it seemed as though they were flying down the inside of a silver tube. A black dot appeared in the distance and began to grow larger. "Hold on boys," said the ship. "Here we go!" and they shot out of a black hole into another universe.

"We are headed for a galaxy called Selveen Tersius and the planet Glysta," said the ship. "You can have me back when we arrive." "There's your answer," said Malagar. "Grell! I need a break from all this." "Break out a flagon of Zonk," said Kreelag, lighting up a trunk tube. "I think we both need a break."

"That's the first intelligent thing you've said in the last two dimensions!" replied Malagar, pressing the bar button. He passed Kreelag a foaming mug and with a Reesht toast they both guzzled down their drinks. "Same again?" asked Malagar. Kreelag nodded and they sat back to look at their scan screen.

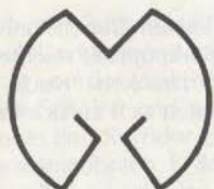
PLANET SYMBOLS



Melloca



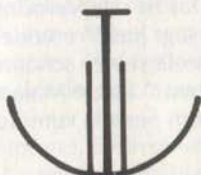
Zapminola



Magno



Kracin



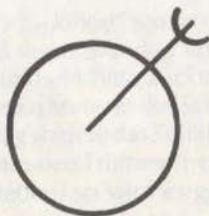
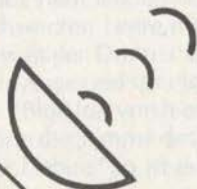
Feltina
(Hot)



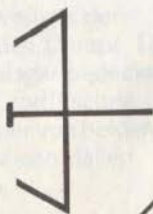
Larvia



Meruvia



Glysta



Darn

THE LEGEND OF THE KRISTAL

In the days before Kree and Ma made their appearance
in the heavens;

In the time of no time, when the Lord of Light
ruled the seven planes,
there existed at the source of the causeless cause,
at the heart of all being,
sealed in the Halls of Love, the symbol of unity.
Manifest in the form of a shimmering aura.

THE KRISTAL OF KONOS

The Kristal held together the force of harmony and thus
it was for many aeons.

Until Malagar, the unworthy servant of Ono – the nameless one
did transgress the Essence.

Assisted by the Sisters of the Black Void, he gained entry to the
Halls of Love and spirited the Kristal away.

And so it was that the servant of Chaos could enter the seven planes,
and discord disrupted harmony and conflict
entered into the lives of man.

But Malagar, the unworthy, never reached his evil master.
His ship was caught in a magnetic storm and lost
in the Sea of Emotion.

Malagar and his crew perished and for a long time,
nothing was heard of the Kristal of Konos.

Until the second dek of the nem of Ma, when legend has it that
Malvalla, the Gru of Grus, found the Kristal on the edge of time,
and guided by the Lord of Light, did hide the Kristal
in a secret chamber.

And it is written that there it shall lie until the one who is worthy
shall discover its whereabouts and restore it
to its rightful resting place.

He who shall find the Kristal must be courageous and bold of a
good heart and a noble spirit, motivated by the power of Love,
which will be his shield against the powers of Chaos.

Thus it is written – thus it will be.

THE KRISTAL KRONIKLES

LOADING INSTRUCTIONS

If you have an auto fire joystick, ensure that the auto fire is switched off. Settle down comfortably and prepare yourself for a great experience (breath deeply five times).

If you are using only one disc drive

Switch on the machine. Insert disc 1 and wait. The screen will prompt you to load the disc it requires – do this and then press **FIRE BUTTON**.

If you are using 2 disc drives

Insert disc 1 into drive one and disc 2 into drive two. Once disc 1 has loaded, you may replace it with either disc 3 or 4.

The **FIRE BUTTON** on your joystick or the **SPACE BAR** will advance the introduction sequence.

NEVER CHANGE DISC UNLESS PROMPTED!!

KEYBOARD FUNCTIONS

- F1** Toggles status area and enables text input (**ESC** exits text mode).
- F2** To pick up flashing object
- F3** Beams up from most destinations onto your spaceship
- F5** Describes object in use/examine box.
- F6** Moves object in inventory display left.
- F7** Moves object in inventory display right
- F9** Implements sword fight
- F10** 'Use' object

SCORE DISPLAY (WALKABOUT MODE)

Where flashing object will appear	Skringles 025	Strength 000	Psychic 000	Disc prompt
---	------------------	-----------------	----------------	----------------

QUESTION DISPLAY

What's happening?

SCROLLING INVENTORY DISPLAY (WALKABOUT MODE)

Where flashing object will appear	'Use' examine box							

THE GAME

You are Dancis Frake and you control yourself with the joystick. When you meet a character and release your joystick close to them. He, she or it will talk to you. If they have more to say, press **FIRE BUTTON** or **SPACE BAR**. When the character has finished talking, you may press **F1** to question that character. Type in your question and press **RETURN**. (Use backspace to delete mistakes). Characters respond mostly to questions, but occasionally may ask you a question which will need answering.

When you have finished talking to a character, press **ESC**.

INVENTORY

Picking Up Objects

Whilst walking about, you may occasionally come across an object you can pick up. It will flash in the far left box of the inventory/score display. You may pick up by pressing **F2**. It will then be stored in your inventory. If a character gives you something, it automatically goes into your inventory.

Examining Objects

For a description of the object, you must ensure that the inventory display is on screen (by pressing **F1**). Press **F6** or **F7** to position it into the use/examine box, then press **F5**. This will only work when there are no speech bubbles present.

Using Object

Ensure that the inventory display is on screen (by pressing **F1**). Press **F6** or **F7** to position the object into the use/examine box, then press **F10**. This will only work when there are no speech bubbles present.

To Have A Swordfight

Only certain characters are able to fight you. To do this press **F9** and follow the disc prompt. This will only work when there are no speech bubbles present.

Joystick controls: see diagram.

Using Skringles

Skringles are the currency of the Kreema System, they can be acquired and spent with various characters.

You may spend your skringles by typing in the amount numerically i.e. input a number not a word.

SPACE FLIGHT

If you manage to get to your spaceship, choose your destination with your joystick and off you go!

Joystick controls are simple.

To accelerate: Joystick up and firebutton down.

To decelerate: Joystick down and firebutton down.

SPACESHIP DISPLAYS

Left column indicator: Destination distance.

Right column indicator: Bullet shield

Left dial: Destination proximity alert (only when the entire dial is pulsing brown are you on course for your destination.

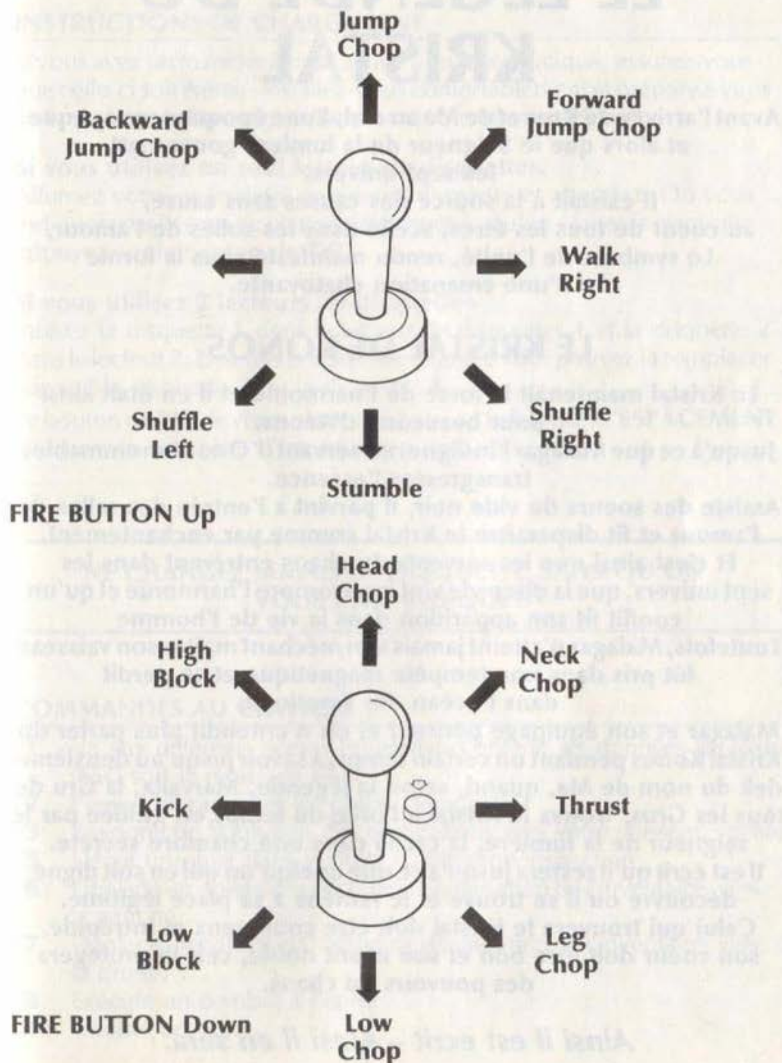
Right dial: This is your speedometer.

HINTS AND TIPS

1. Have a notebook handy.
2. Draw a map.
3. Be courageous and bold, of a good heart and a noble spirit, motivated by the power of love.

GO WITH THE FLOW!

FIGHT MOVES





The Kristal © 1989 Prism Leisure Corporation Plc. Produced by Fissionchip Software Ltd. for Addictive Games. Addictive Games is a division of Prism Leisure Corporation Plc. This novella is written by Rodney Wyatt © 1989 Prism Leisure Plc.

Prism Leisure Corporation Plc,
Unit 1, Baird Road, Enfield, Middlesex EN1 1SJ